

CLAIMS

What is claimed is:

1. A game unit comprising:
at least one central processing unit configured to effect play of a game;
at least one display in communication with said at least one central processing unit; ✓
at least one audio card in communication with said at least one game unit; and ✓
an audio output element in communication with said at least one audio card, said audio output ✓
element configured to provide a user of the game unit with sound substantially isolated from ✓
ambient sound of an environment in which the game unit is located.
2. The game unit of claim 1, further comprising an audio headset configured to ✓
operatively interconnect with said audio output element and provide said substantially isolated
sound.
3. The game unit of claim 2, wherein said audio output element comprises a member of ✓
an audio jack.
4. The game unit of claim 3, wherein said audio headset includes another member of
said audio jack configured to removably interconnect with said member of said audio jack of said ✓
audio output element.
5. The game unit of claim 4, wherein said another member of said audio jack
communicates with at least one ear piece of said audio headset by way of an audio wire coupled ✓
therebetween.
- 6. The game unit of claim 1, wherein said audio output element includes a volume
adjustment control.
- 7. The game unit of claim 1, further comprising an audio headset configured to
communicate wirelessly with said audio output element.

8. The game unit of claim 7, wherein said audio output element comprises a transmitter member configured to transmit audio signals. ✓

9. The game unit of claim 8, wherein said audio headset comprises a receiver member configured to receive said audio signals transmitted by said transmitter member. ✓

10. The game unit of claim 9, wherein said transmitter member and said receiver member are configured to operate on at least one common frequency. ✓

11. The game unit of claim 1, further comprising a multi-channel mixer circuit in communication with said audio card. ✓

12. The game unit of claim 11, wherein said multi-channel mixer circuit facilitates selection of at least one audio channel by a user of the game unit. ✓

13. The game unit of claim 12, wherein said multiple-channel mixer circuit is configured to transmit audio signals of at least two selected audio channels to said audio output element. ✓

14. The game unit of claim 1, wherein said audio output element is configured to provide a user of the game unit with information with respect to game play on the game unit. ✓

15. The game unit of claim 1, further comprising at least one audio speaker in communication with said at least one audio card. ✓

16. The game unit of claim 15, wherein audio signals are transmitted to said audio output element and said at least one speaker. ✓

17. The game unit of claim 16, wherein said distinct audio signals are transmitted to output element and said at least one speaker. ✓

18. The game unit of claim 1, comprising a portable game unit.
19. The game unit of claim 18, wherein said portable game unit is configured to wirelessly communicate with a central controller.
20. A method of conducting a game of chance on a game unit, comprising: ✓
providing a user of the game unit with an audio headset; and
transmitting at least one audio signal from the game unit to said audio headset during play of at least ✓
one game of chance on the game unit.
21. The method of claim 20, further comprising connecting said audio headset to the ✓
game unit with at least one wire.
22. The method of claim 21, wherein said transmitting is effected along said at least one ✓
wire.
23. The method of claim 20, wherein said providing comprises providing an audio ✓
headset comprising a receiver member.
24. The method of claim 23, wherein said transmitting comprises wirelessly transmitting
said at least one audio signal from the game unit.
25. The method of claim 23, further comprising receiving said at least one audio signal ✓
with said receiver member.

26. A gaming system comprising:
a central controller;
a plurality of game units in communication with said central controller, each game unit of said plurality of game units configured to effect play of a game and comprising:
at least one central processing unit;
at least one display, said at least one display in communication with said at least one central processing unit and configured to display at least a portion of said game;
an audio card in communication with said central processing unit; and
an audio output element in communication with said audio card, said audio output element configured to provide a user of the game unit with sound substantially isolated from ambient sound in an environment in which the game unit is located.

27. The gaming system of claim 26, further comprising an audio headset that communicates with said audio output element of each said game unit for substantially isolating said sound from said ambient sound.

28. The gaming system of claim 27, wherein said audio headset and said audio output element are configured for removably engaging one another.

29. The gaming system of claim 28, wherein a wire of said audio headset is configured to be coupled between at least one ear piece of said audio headset and said audio output element.

— 30. The gaming system of claim 26, further comprising:
a volume adjustment control for said individual player associated with said audio output element.

— 31. The gaming system of claim 27, wherein said audio headset is configured to wirelessly communicate with said audio output element.

32. The gaming system of claim 31, wherein said audio output element comprises a transmitter member for wirelessly transmitting audio signals.

33. The gaming system of claim 32, wherein said audio headset comprises a receiver member configured to receive said audio signals from said transmitter member. ✓

34. The gaming system of claim 26, wherein said game unit comprises a multi-channel mixer circuit in communication with said audio card. ✓

35. The gaming system of claim 34, wherein said multi-channel mixture is configured to facilitate selection of at least one audio channel comprising at least one of game play audio of said at least one game unit, multiple music channels, informational channels, promotional channels, sports channels, and news channels in addition to game play audio of said at least one game unit. ✓

36. The gaming system of claim 34, wherein said multiple-channel mixer circuit is configured to provide at least two audio channels for a user of said game unit to listen to during game play. ✓

37. The gaming system of claim 36, wherein said central processing unit of said game unit is configured to provide options to the user of audio channels that may be listened to along with game play audio. ✓

38. The gaming system of claim 26, wherein said game unit further comprises at least one audio speaker in communication with said audio card. ✓

39. The gaming system of claim 38, wherein said audio output element and said at least one speaker receive distinct audio feeds. ✓

40. The gaming system of claim 38, wherein said audio output element and said at least one speaker are configured to simultaneously output audio signals. ✓

— 41. The gaming system of claim 26, wherein at least one of said plurality of game units wirelessly communicate with said central controller.

~~42.~~ 42. The gaming system of claim 41, wherein said at least one game unit of said plurality of game units comprises a portable game unit.

42. The gaming system of claim 41, wherein said at least one game unit of said plurality of game units comprises a portable game unit.